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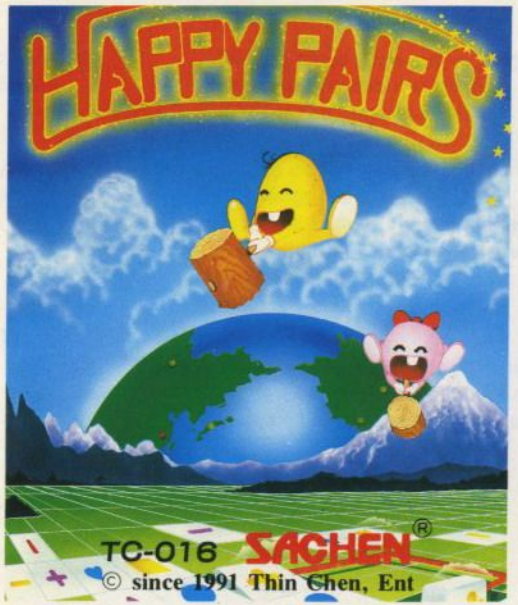
SACHEN

SACHEN®



TC-016

HAPPY PAIRS CONTRONL SUMMARY

1. First Screen-page Select Button	Players mode (One player or two player) Exercise: Choose the level Enter to the map, start point
Start Button Exercise:	a. Use control pad arrows to change the level b. Select button: choose the level; select players mode c. Start: Enter to the game.
2. Before the Game	a. Total 18 levels b. Control Pad Arrows: choose the start point of the country c. Start button: Enter to the game

HAPPY PARIS

Thank you for selecting the cartridge of Thin Chen Ent., Co.
Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

CONTENTS

I . PRECAUTIONS
II . INTRODUCTION
III . GAME CONROL
IV. GAME MECHANICS
V. HOW TO PLAY THE GAME

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America, Inc..

II. INTRODUCTION

Happy Pairs will introduce you to see the landscapes of 18 countries in the world. As soon as you finish each level of pairs match, the beautiful landscape of the country will come to your eyes. Match the same figures with same colors in a certain time, so do it as fast as possible but also be careful of the trick when you select the objects to match. Wrong selection of the objects will interfere you to complete the map. Don't worry, you will make the good choice.

Level 1.	North Pole	Level 10.	France
2.	Japan	11.	England
3.	China	12.	Germany
4.	Thailand	13.	Russia
5.	Australia	14.	Canada
6.	India	15.	U.S.A
7.	Mid. East	16.	Mexico
8.	South Africa	17.	Brazil
9.	Spain	18.	South Pole

III. GAME CONTROL

Control Pad Arrows:	Move your finger in the indicated direction.
Start Button:	Start and freeze the game.
Button A:	Set/cancel the card that you match
Button B:	Match cards by computer (only for certain times)

IV. GAME MECHANICS

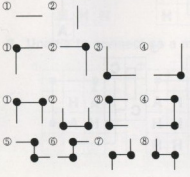
There is a total of 18 levels which comprise 18 contries' landscape. You will see the landscape of the country after you pass a level. You can also select the difficulty level a. Easy b. Normal c. difficult in each level.
You have to cover all the cards in the screen in a certain time. Two cards as a match each time you cover, and when you cover all the cards in your screen then you pass the level. The figure on the right side is the time you have left during the game. When it appears 00:00 means Time is Out. And you can press Start button to start this level again.
"No Solution" means you cannot finish this game when you see it during the game. You have made the wrong selection of the pairs during the connection of the cards. Press the Start button and play it again.
"Game Over": Game is over. Press the start button immediately before time out, and you can play again with this level, or you will play from the Ist level.

V. HOW TO PLAY THE GAME

The pair of cards have to be matched as follows conditions:

a. Two cards with same figure and same color.
b. The route you connect to the next card as a pair has no objects to interfere your connection. Except the card is next to the first one.
c. The route with right angle for connecting two cards cannot be more than with 2 right angles.

1. The basic route for connection of a pair:



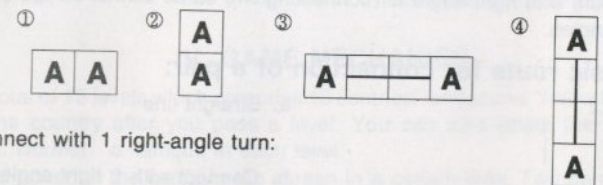
a. Straight line

b. Connect with 1 right-angle turn

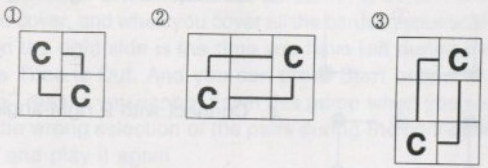
c. Connect with 2 right-angle turns

2. Examples

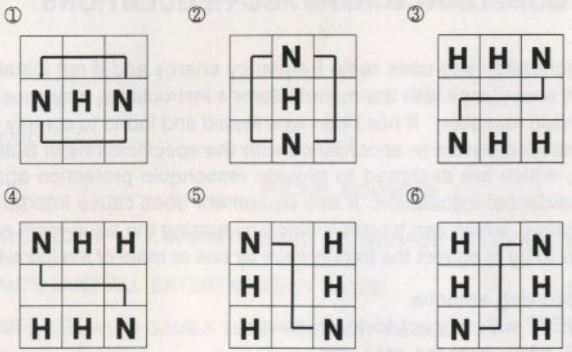
a. Straight line:



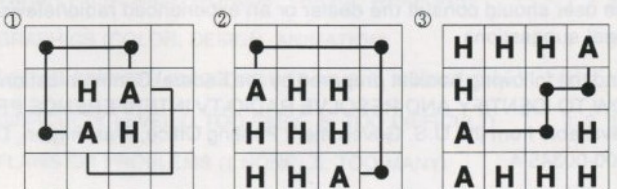
b. Connect with 1 right-angle turn:



c. Connect with 2 right-angle turns:



3. Unable to connect as a match (more than 2 turns):



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock N. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

HAPPY PAIRS EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ — ____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE